



**Sport Action!**

"Beyond a shadow of a doubt, the best golf sim ever on a CPC. Awesome course detail. A truly excellent golf sim, streets ahead of anything else."

**Superior Quality Graphics!**

**AMSTRAD ACTION 89%**

Screen shots taken from various computer formats

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BRITISH



**JACK NICKLAUS'**  
GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF™

**19**



### Jack's Greatest 18

The 18 holes from the U.S. and British Isles that Jack Nicklaus has selected as his favourite 18 holes of Major Championship Golf.

The best holes of the best courses of the Big Four:

Pebble Beach, St. Andrews, Riviera, Royal Lytham, Baltusrol, Merion, Muirfield, Oakmont and Augusta National.

These are the winner-makers - the legendary tests of golf every great golfer must pass.

### LOADING

1. Turn on your computer. Put your joystick in Port 2. Insert the Jack Nicklaus cassette into your cassette player, label side up. Rewind to the beginning.
2. Press and hold the Shift key and press the RUN/STOP key. Then press PLAY on the cassette.
3. When prompted press PLAY on the recorder.

### Set Up Your Match

#### Select Skins or Stroke Play

1. Use the joystick to highlight the number of players you want to have play on either the Skins or Stroke Play formats, then press the Fire button.

#### Skins

The rules are similar to Match Play - you have to win a hole outright (no ties) - but the betting system completely changes the objective.

Instead of the most holes, you try to win the most money.

#### Stroke Play

The goal is not to win holes (Match Play), or take the big

money holes (Skins), but to shoot the lowest score over 18 holes.

### Select Your Players

After you select a format, you make five decisions about each player you choose for your match.

For each decision:

- \* Move the joystick to highlight your decision
- \* Press the fire button to confirm it
- \* As you complete each player, highlight TO NEXT PLAYER, and press the fire button.
- \* After your final selection, press F1 to go to the next screen.

### Select Prizes for your Skins Game

You can choose to play Championship Skins - a \$36,000 match with single hole prizes of \$1,000, \$2,000 and \$3,000 for each set of 6 holes - or change the entire prize structure.

1. To play the existing game, highlight Championship Skins and press the fire button.
2. To alter the total wager, highlight Change Total Prize, then press the fire button.  
Type in the new total (not to exceed \$999,999) and press Return.
3. To alter the prize for any hole, highlight Change Hole Prize, then press the fire button.  
Highlight the hole you want to change, and press the fire button.

Type in the desired prize amount from the keyboard.

Press Return, the computer automatically recalculates the

prize total for the entire course.  
Press F1 to continue.

### Select a Course

The course selection option appears on screen with instructions as to how to position your tape.  
(NOTE: Course 1 is Jack's Greatest 18, Course 2 is Castle Pines, and course 3 is Desert Mountain.)

### Gameplay - Tee to Green

Press the Space bar when you're prepared to tee off.  
Press the letter O anytime during the hole to return to this overhead view.

### Choose Your Clubs

1. Beginner - A club is automatically selected for you on each shot from tee to green. It appears in the club selection box at the bottom right of your screen, along with the posted maximum distance for that club.

The computer calculates your yardage from the pin, then selects the club whose posted maximum distance (see the Club Selection Chart at the end of these instructions) is closest to that yardage.

Be careful: the computer only takes distance into consideration - not wind, trees, rough or other conditions which can affect club selection.

You can override the computer's choice by moving the joystick forward and back to scroll through your bag of clubs:

Eight irons (2-9)

Two fairway woods (3-4)

One pitching wedge (P-Wedge)  
One sand wedge (S-Wedge)  
One Driver

2. Expert - You must select your own clubs for each shot.

### Aiming Your Shots

1. Move the joystick left and right to adjust the "Aiming Ball" to the left and right of the small flag.
2. Slide it past the left peg: the screen automatically redraws and you now see what you would see if you had physically shifted your vision to the left.
3. Slide it past the right peg: it causes the same shift of perspective, but to the right.
4. If you want, you can continue to scroll right or left and see a 360 degree view of the hole from where you're standing.

### Swinging

The movement of the power bar on the left of the screen corresponds directly with your player's swing on screen. To control the swing, you control the power bar, using the fire button. (You can also use the Return Key).

Every shot requires three taps on the fire button. The timing of them determines how hard and straight you hit the ball.

1. Press fire button once to begin your backswing.
2. Press fire button a second time to control the distance of your shot (and start your downswing).
3. Press the fire button a final time to strike the ball - and control how far left or right of straight you want to hit it.

### Hazards and Course Conditions

Your swing isn't the only variable you have to consider when you're trying to hit the ball straight.

- \* Wind - The amount and direction of the wind that affects each shot is registered on a circular Wind Gauge at the lower left of your screen.
- \* Rough
- \* Sand Traps
- \* Water and Out-of-Bounds
- \* Cart Path

### Reading the Break

Many greens aren't flat, so your putts won't always go straight. To find out how much a putt is going to break right or left, or if you're putting uphill or downhill, check the Break Indicator.

Imagine that the line in the circle has an arrow on it pointing outwards - that's the direction that the putt will break (right or left) if you're aiming directly at the hole. If there's no line, there's no break.

### Club Selection Chart

#### DISTANCE

CLUB	MEN'S	LADIES
Driver	250 yds	225 yds
3 Wood	235 yds	211 yds
4 Wood	220 yds	198 yds
2 Iron	207 yds	186 yds
3 Iron	195 yds	175 yds
4 Iron	185 yds	166 yds

5 Iron	173 yds	155 yds
6 Iron	155 yds	139 yds
7 Iron	143 yds	128 yds
8 Iron	130 yds	117 yds
9 Iron	112 yds	100 yds
P-Wedge	100 yds	90 yds
S-Wedge	80 yds	72 yds
Putter	80 feet	80 feet

**NOTE:** These distances are calculated under near-perfect conditions. No wind, rough, slopes or hills.

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Produced in association with Jack Nicklaus Productions, Inc.

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